第一图书网, tushu007.com

<<iOS 4 SDK入门>>

图书基本信息

书名：<<iOS 4 SDK入门>>

13位ISBN编号：9787564127107

10位ISBN编号：7564127104

出版时间：2011-5

出版时间：东南大学出版社

作者：古德曼

页数：297

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：http://www.tushu007.com

第一图书网, tushu007.com

<<iOS 4 SDK入门>>

内容概要

JavaScript程序员有没有可能学习Apple的iOS 4
SDK编程并且坚持到成功一刻呢？
技术大师Danny
Goodman做到了这一点，而且留下了这本有着清晰足迹可以让你跟随的《iOS4SDK入门--给JavaScript程序员(影印版)》(作者Danny
Goodman)。
作为自JavaScript诞生之日起就是权威专家的Goodman
清楚你在使用SDK创建本地iOS应用时会遇到的挑战，他使用一种你容易理解的上下文来介绍Xcode、Objective-C和Cocoa
Touch。

当你能够简单地为Apple的iOS设备创建Web应用时，你为什么还需要顾虑SDK呢？
这是因为Web应用无法访IhqiPhone的音乐库、相机，或者为地图、音频以及其他东西设计的iOS系统软件。
你也无法在应用商店里销售Web应用。
如果你希望发挥iPhone~liPad的全部优势，iOS
4 SDK就是你所需要的工具——而《iOS4SDK入门--给JavaScript程序员(影印版)》就是你所需要的参考书。

第一图书网, tushu007.com

作者简介

Danny
Goodman写了将近40本书和数以百计的在个人电脑以及消费性电子杂志上的文章。
最近，他正在从事iPhone和iPod
touch应用的开发工作，包括iFeltThat Earthquake、PhotoSize和BeaconAid-HF。

第一图书网, tushu007.com

书籍目录

Preface
1. Why Go Native?
Using an App Offline
More Access to the Hardware
More Access to the Software
What You Lose
Distribution
Apple iOS Developer Program
Content
Authoring Platform Choices
Taking the Plunge
2. Welcome to the iOS SDK
Hardware and OS Requirements
Installing the SDK
About iOS Developer Programs
Inside the SDK
Viewing Developer Documentation
Loading Code Samples
Setting the Project's Base SDK
Trying the iOS Simulator
Coming Up..
3. Creating a Test Workbench
Creating the Project in Xcode
Selecting a Project Type
Naming and Saving the New Project
Welcome to Your Project
Editing Your First Files
What the runMyCode: Method Does
Building the User Interface
Adding a Button to the View
Connecting the Button
Going for a Test Ride
Congratulations
4. Structural Overview of an iOS App
Where It All Begins: APIs
APIs You Already Know
The Cocoa Touch APIs
Frameworks
Foundation Framework
UIKit Framework
CoreGraphics Framework
Adding Frameworks
Frameworks Set in Stone
Welcome to Class Files
The JavaScript Way

第一图书网, tushu007.com

The Objective-C Way
Header File Details
Using Xcode to Create DGCar Class Files
Editing the @interface Section
Message Passing
Editing the @implementation Section
Integrating the DGCar Class into Workbench
Creating Object Instances
NSLog0 and String Formats
Running the Code
What About Accessing Instance Variables?
Recap
5. App Execution Flow
Some C Language Roots in an iOS App
An Introduction to Delegates
How UIApplication Appoints Its Delegate
The App's Info.plist File
Inside MainWindow.xib
iPhone App Development Design Patterns
The Model-View-Controller Design Pattern
Other Design Patterns
The Importance of Views
The App Window--UIWindow
Adding Another View to Workbench
Recap
6. Central Objective-C Concepts: Pointers, Data Types, and Memory Management
107
Pointers
Pointers and Memory
Pointers and Objective-C Variables
Pointer Notation
Determining Pointer Usage
Data Typing
Objective-C Data Types
Cocoa Touch Data Types
Objective-C Variable Declarations
Objective-C Method Declarations
The id Data Type
Converting Objective-C Data Types
Memory Management
Cleaning Up After Yourself
The Retain Count
Autorelease Pools
Observing Memory Usage
Recap
7. C Language Fundamentals

第一图书网, tushu007.com

Variable Names
Variable Scope
Instance Variables
Local Variables
Local Variables in Control Structure Blocks
Static Local Variables
Global Variables
Constant Values
Functions
C Structures
C Arrays
Enumerated Types
Operators
Program Flow Constructions
Boolean Values
Math Object Equivalents in C
Inserting Comments
Recap
8. Objective-C/Cocoa Touch Fundamentals
More About Classes
Temporary Objects
Subclassing Framework Classes
Defining Your Own Custom Subclasses
Adding to a Class Without Subclassing--Categories
Real Classes in Real Action
TheElements Overview
TheElements Class File Structure
Class Properties
Specifying Properties in the Header File
Synthesizing Properties in the Implementation File
Using Properties
Properties in Framework Classes
About NSString
Creating an NSString
JavaScript String Method Equivalents in Objective-C
NSMutableString
About NSArray
Creating an NSArray
Retrieving Array Elements
JavaScript Array Method Equivalents in Objective-C
NSMutableArray
About NSDictionary
Creating an NSDictionary
Retrieving Dictionary Entries
NSMutableDictionary
Arrays and Dictionaries in Action
Recap

第一图书网, tushu007.com

9. Common JavaScript Tasks in Cocoa Touch
Formatting Numbers for Display
Preformatted Number Styles
Rounding Numbers for Display
Creating a Date Object
Adding a UIDatePicker to Workbench
Understanding NSDate
Creating a Date Object for a Specific Date
Extracting Components from an NSDate Object
Creating NSDate Objects from Strings
Converting an NSDate to a String
Calculating Dates
10 Days in the Future
Days Between Dates
Comparing Dates
Downloading Remote Files Asynchronously
Example Project
Creating the Request
Initializing the NSMutableData Object
Delegate Methods
Downloading Only When Needed
Accounting for Fast App Switching
Reading and Writing Local Files
lOS App Directories
Obtaining Directory Paths
Obtaining Paths to Files Delivered with Your App
Writing Files to Disk
Reading Files from Disk
Writing and Reading Property List Files
Performing File Management Tasks
Sorting Arrays
Sorting with a Selector
Sorting with a Function
Sorting Arrays of Dictionaries with NSSortDescriptor
Capturing User-Entered Text
The Code Portion
The Interface Builder Portion
Validating Text Entry with Regular Expressions
Modifying the Code
Modifying the User Interface
Using Regular Expressions for Text Search and Replace
Dragging a View Around the Screen
The Code Portion
The Interface Builder Portion
Recap
A. Getting the Most from Xcode Documentation
B. Common Beginner Xcode Compiler Errors

第一图书网, tushu007.com

Glossary
Index

第一图书网, tushu007.com

章节摘录

版权页：插图：Perhaps because my programming knowledge has been completely self-taught over the decades, this book does not follow what some might term traditional programming language training. First of all, you already come to the book with specialized knowledge.The goal of the book is to pick up where that knowledge leaves off and fill in the gaps with the new material. There's no doubt about it: there is a lot of new material for you.But I have tried to establish a learning progression that will make sense and keep you interested while you learn the decidedly unglamorous——but essential——parts of iOS programming.Chapter 1 goes into detail about the differences between web app and native app pro-gramming for devices running iOS. It's not all roses for native app development, as you'll see, but I believe the positives outweigh the negatives. In Chapter 2, you will install the iOS SDK, inspect one of the sample apps, and run it on the iOS Simulator.Then in Chapter 3, I put you to work to create your first iPhone app——-the Workbench app that you'll use throughout the rest of the book. The steps are intended to help you get more comfortable with Xcode and learn what it's like to work on an app in the environment.

第一图书网, tushu007.com

媒体关注与评论

每一个有Web开发背景并且希望进入到本地应用编程的人都应该跟随Danny调查好的方法来学习这个平台。
这是任何一个有经验的期待展开AppStfore之旅的JavaScript程序员的最佳指南。
”　　——FoddMoore.whiteNoise应用的创建者

第一图书网, tushu007.com

<<iOS 4 SDK入门>>

编辑推荐

《iOS 4 SDK入门:给JavaScript程序员(影印版)》：了解Web应用和iOS本地应用编程的差异，创建一个工作台应用来测试贯穿整个学习过程的代码段，理解iOS应用的结构，比较通过Objective-C和JavaScript搭建对象的过程，揭示你的代码如何启动iOS应用并让它们准备就绪，学习iOS内存管理，以及与JavaScrIpt编程有所差异的Objective-C指针和数据类型，使用Objective-C和Cocoa 10ucrl实现常见的Javascript任务。

第一图书网, tushu007.com

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:http://www.tushu007.com